



## **DIGITAL SYSTEM DESIGN LABORATORY**

### **LAB 4**

---

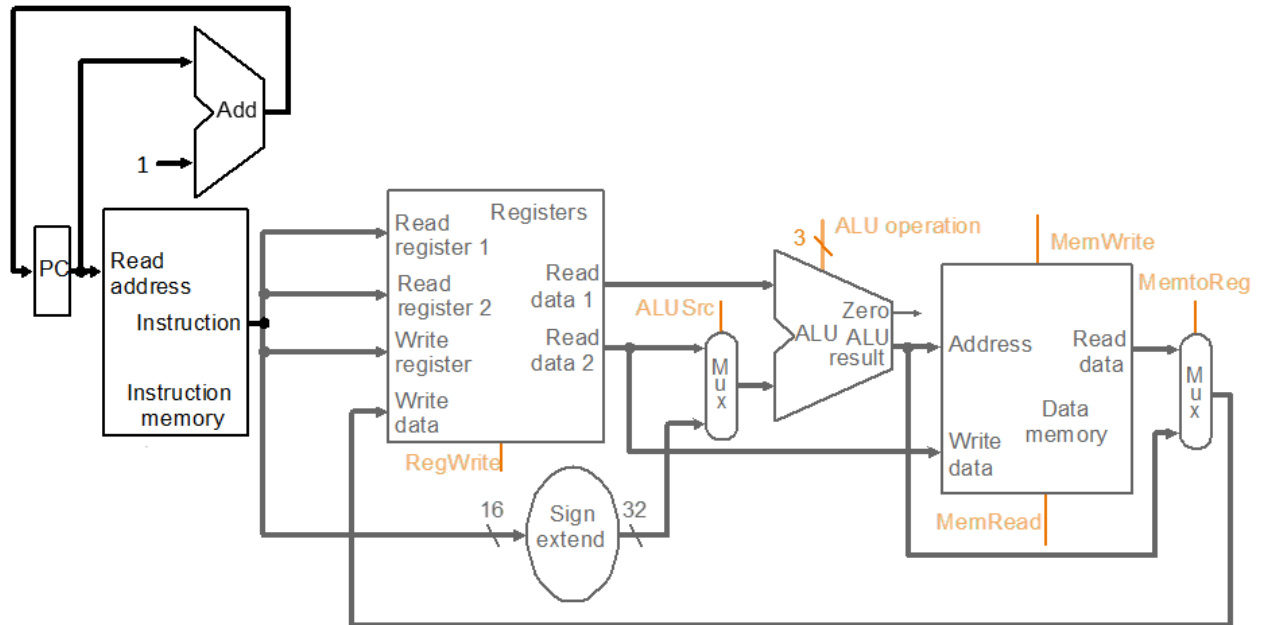
#### **BASIC BUILDING BLOCKS OF SINGLE CYCLE MICROPROCESSOR**

## I. LAB OBJECTIVES

This Lab experiments are intended to implement basic building blocks of Single Cycle Microprocessor

## II. DESCRIPTION

Single Cycle Microprocessor datapath to be implemented is in figure 2.1.

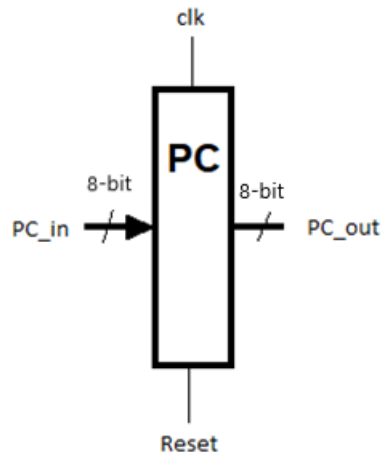


**Figure 2.1: Single Cycle Microprocessor DataPath**

### III. LAB PROCEDURE

#### III.1 EXPERIMENT NO. 1

##### III.1.1 AIM: To implement Program Counter

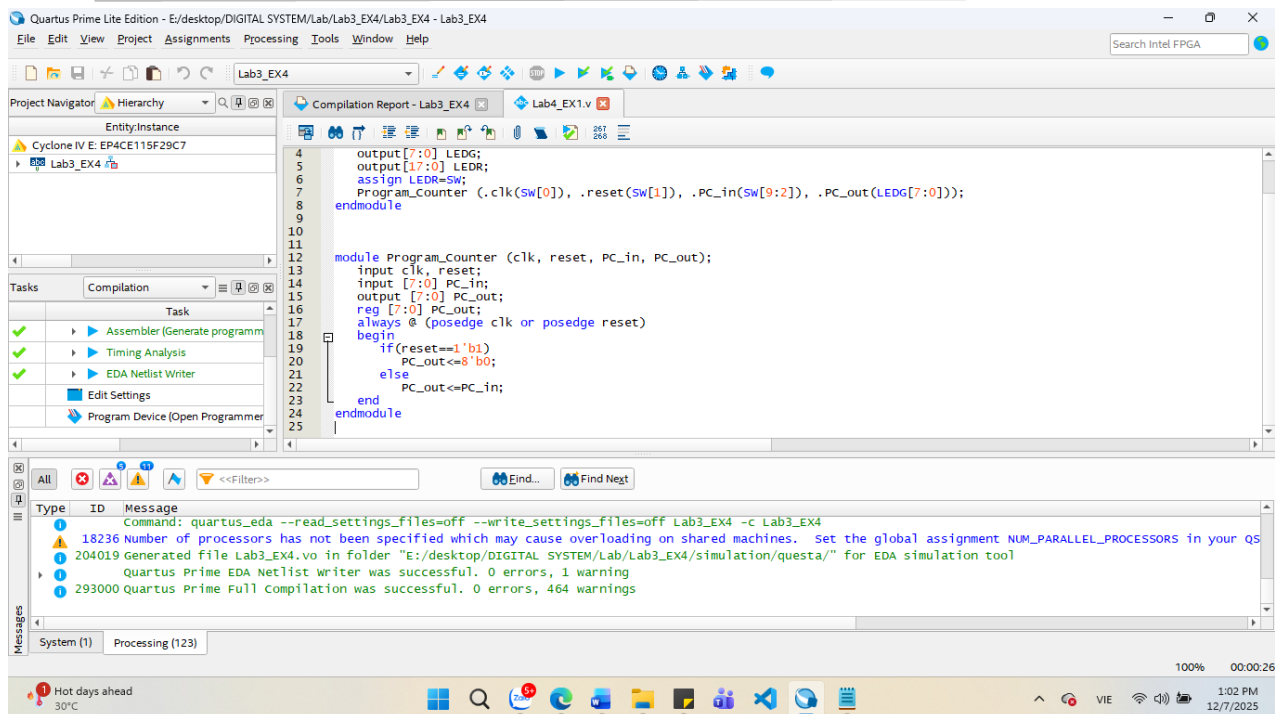


##### III.1.2 CODE

```
module Program_Counter (clk, reset, PC_in, PC_out);  
    input clk, reset;  
    input [7:0] PC_in;  
    output [7:0] PC_out;  
    reg [7:0] PC_out;  
    always @ (posedge clk or posedge reset)  
    begin  
        if(reset==1'b1)  
            PC_out<=8'b0;  
        else  
            PC_out<=PC_in;  
        end  
    end  
endmodule
```

##### III.1.3 LAB ASSIGNMENT

1. Write testbenches to verify above module and attach waveforms.
2. Write the Top level module to implement this module in FPGA KIT

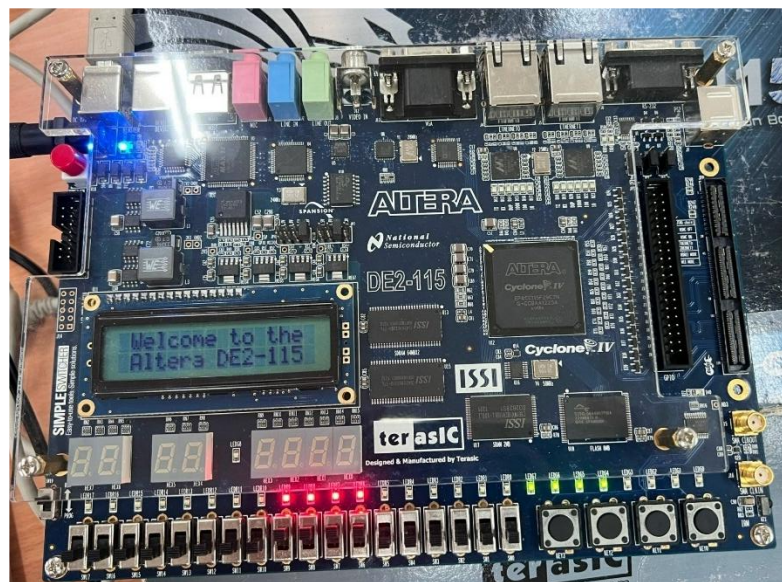


EX: reset = 1  $\rightarrow$  PC\_out = 00000000

LEDG7	LEDG6	LEDG5	LEDG4	LEDG3	LEDG2	LEDG1	LEDG0
OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

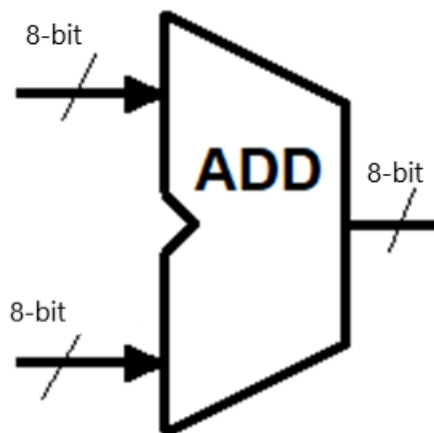
Reset = 0  $\rightarrow$  PC\_out = PC\_in = 8'b11110000

LEDG7	LEDG6	LEDG5	LEDG4	LEDG3	LEDG2	LEDG1	LEDG0
ON	ON	ON	ON	OFF	OFF	OFF	OFF



## III.2 EXPERIMENT NO. 2

### III.2.1 AIM: To implement 32 bit Adder

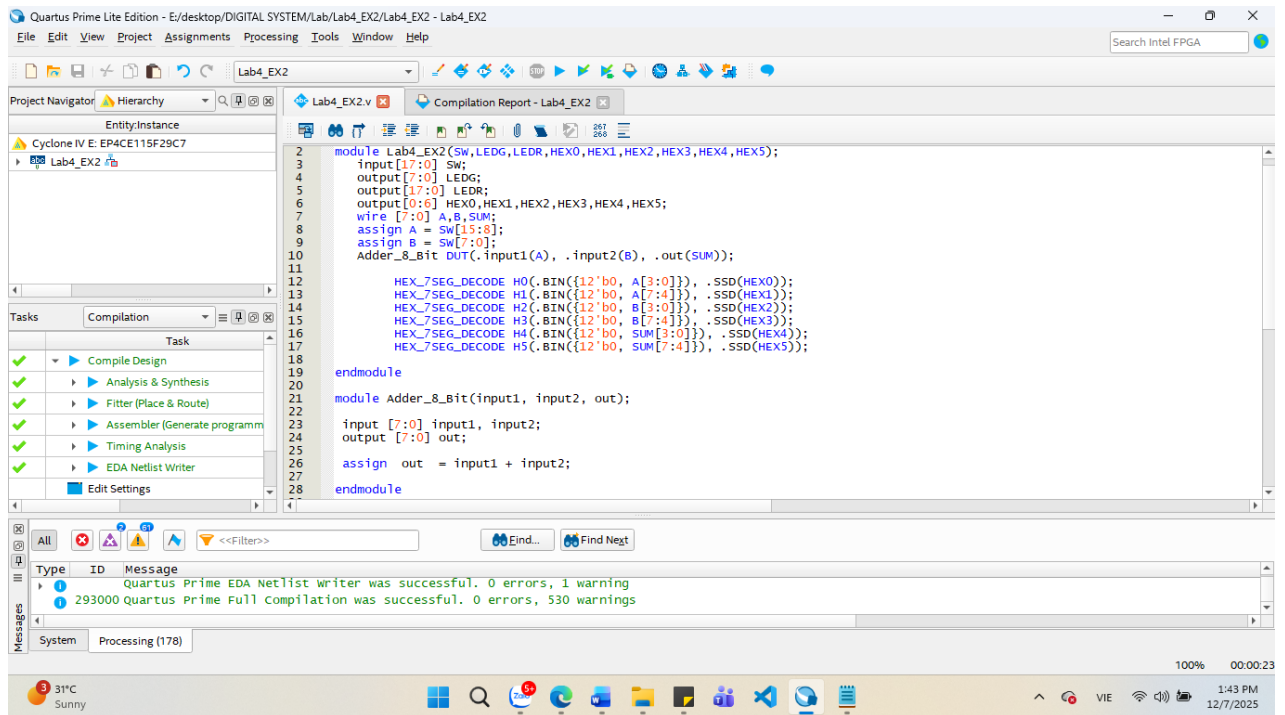


### III.2.2 CODE

```
module Adder32Bit(input1, input2, out);  
  
    input [7:0] input1, input2;  
    output [7:0] out;  
    reg [7:0]out;  
    always@( input1 or input2)  
    begin  
        out <= input1 + input2;  
    end  
endmodule
```

### III.2.3 LAB ASSIGNMENT

1. Write testbenches to verify above module and attach waveforms.
2. Write the Top level module to implement this module in FPGA KIT



EX

A[15:8] = 0001 1000 (0x18 = 24)

B[7:0] = 0000 0011 (0x03 = 3)

SUM = 0001 1011 (0x1B=27)

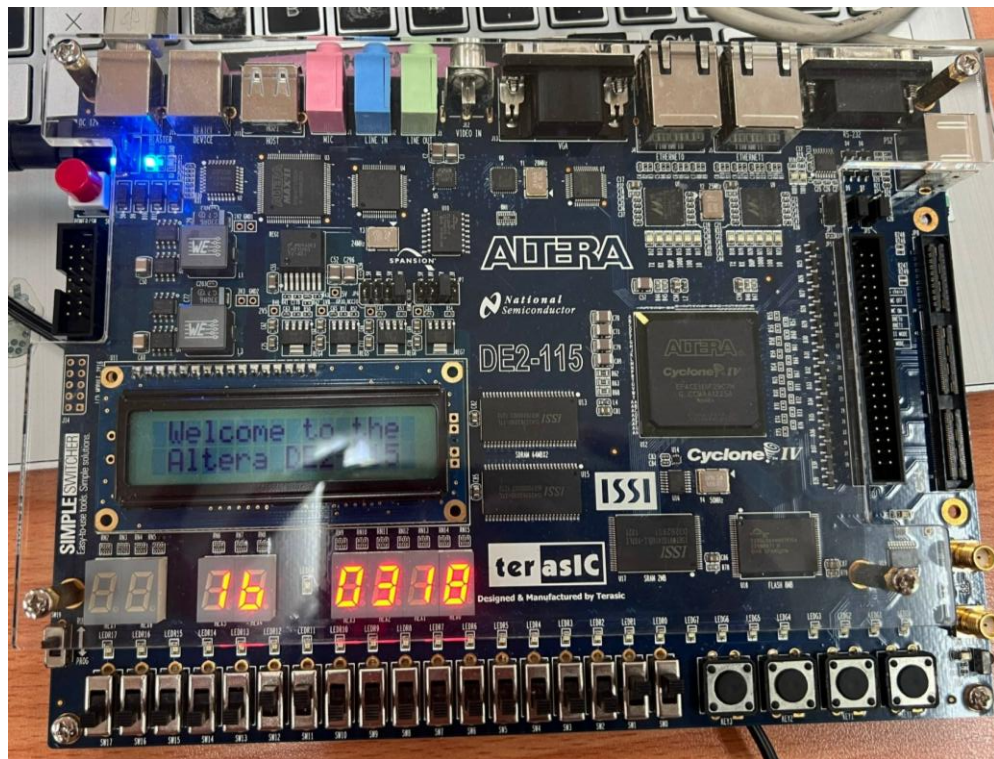
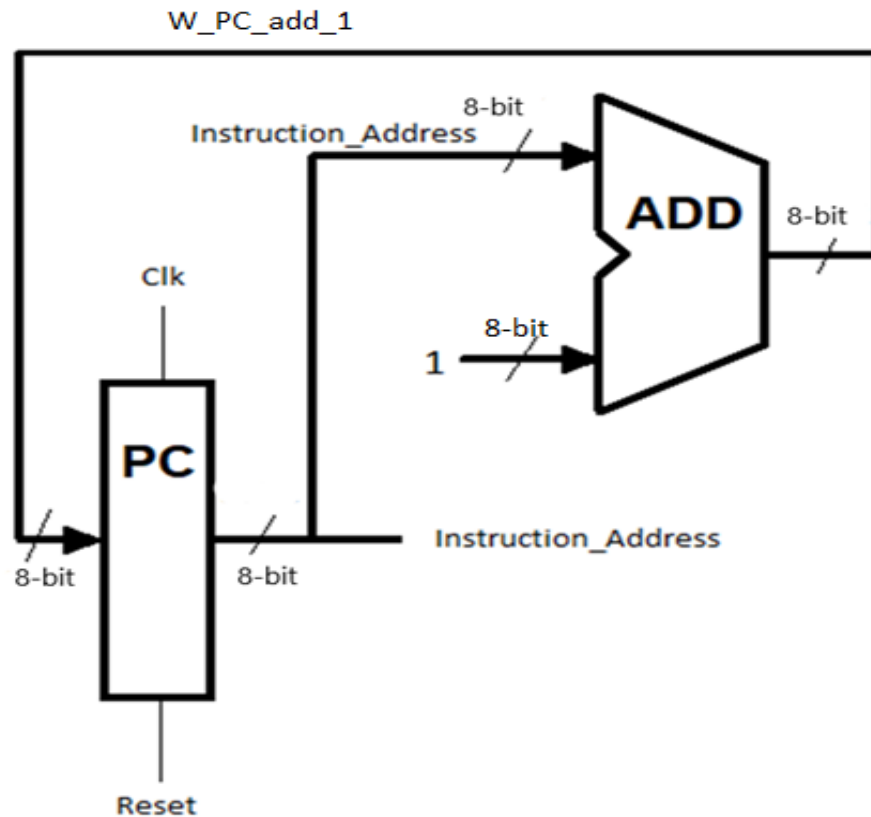


Figure 1 Test lại Kit

### III.3 EXPERIMENT NO. 3

#### III.3.1 AIM: To implement the datapath for $PC = PC + 1$



#### III.3.2 CODE

```
module PC_add_1 (clk, reset, Instruction_Address);  
    input clk, reset;  
    output [7:0] Instruction_Address;
```

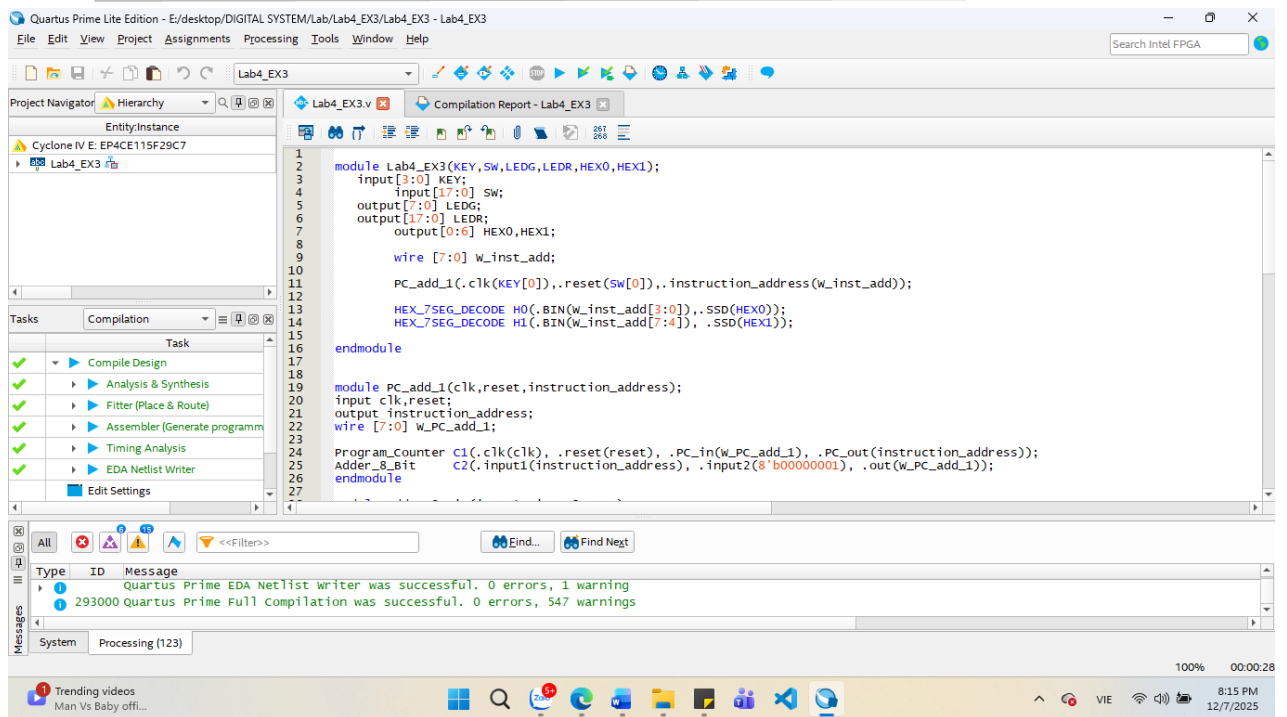
```
//Your Verilog code here
```

```
endmodule
```

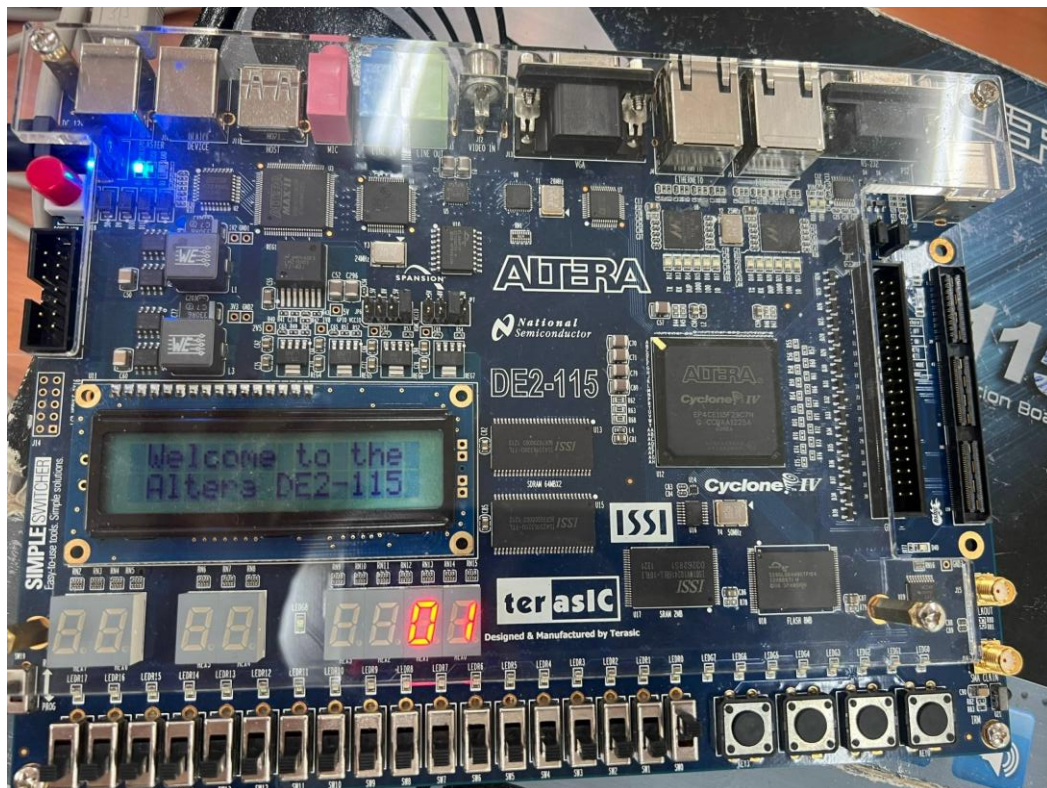
#### III.3.3 LAB ASSIGNMENT

1. Write testbenches to verify above module and attach waveforms.
2. Write the Top level module to implement this module in FPGA KIT





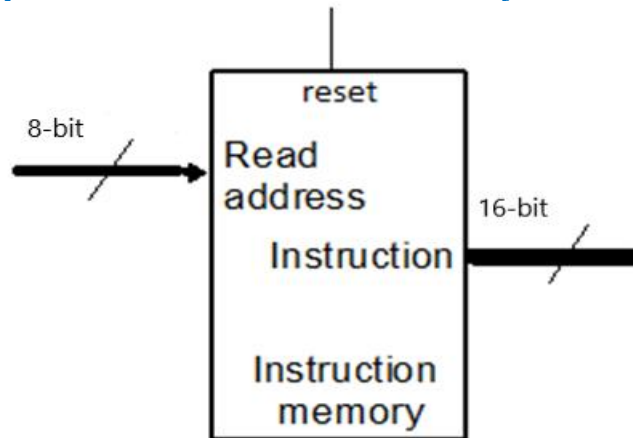
Input = LED[7:0] = 0000 0001  
 KEY[0] = 1 → HEX = 01  
 KEY[0] = 10 → HEX = 0A





## III.4 EXPERIMENT NO. 4

### III.4.1 AIM: To implement the Instruction memory



### III.4.2 CODE

```

module Instruction_Memory (read_address, instruction, reset);
    input reset;
    input [9:0] read_address;
    output [15:0] instruction;
    reg [15:0] Imemory [1024:0];

    Imemory[0] = 32'b0010000000001000 0000000000100000;
    //addi $t0, $zero, 32
    Imemory[00000001] = 32'b0010000000001001 0000000000110111;
    //addi $t1, $zero, 55
    Imemory[2] = 32'b000000001000010011000000000100100;
    //and $s0, $t0, $t1
    Imemory[3] = 32'b000000001000010011000000000100101;
    //or $s0, $t0, $t1
    Imemory[4] = 32'b101011000000100000000000000000100;
    //sw $s0, 4($zero)
    Imemory[5] = 32'b101011000000100000000000000000100;
    //sw $t0, 8($zero)
    Imemory[6] = 32'b0000000010000100110001000000100000;
    //add $s1, $t0, $t1
    Imemory[7] = 32'b0000000010000100110010000000100010;
    //sub $s2, $t0, $t1
    Imemory[8] = 32'b0001001000110010000000000000001001;
    //beq $s1, $s2, error0
    Imemory[9] = 32'b100011000000100010000000000000100;
  
```

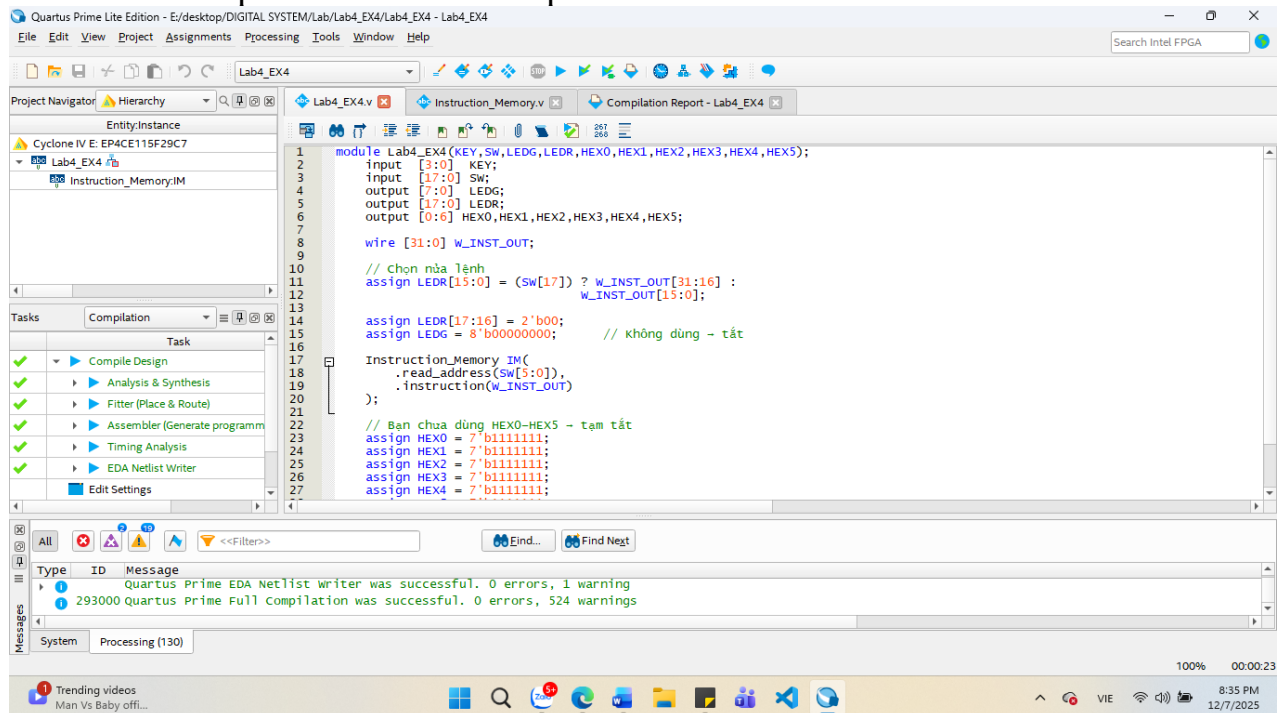
```
//lw $s1, 4($zero)
Imemory[10]= 32'b001100100011001000000000001001000;
//andi $s2, $s1, 48
Imemory[11] =32'b00010010001100100000000000001001;
//beq $s1, $s2, error1
Imemory[12] =32'b10001100000100110000000000001000;
//lw $s3, 8($zero)
Imemory[13] =32'b00010010000100110000000000001010;
//beq $s0, $s3, error2
Imemory[14] =32'b00000010010100011010000000101010;
//slt $s4, $s2, $s1 (Last)
Imemory[15] =32'b00010010100000000000000000001111;
//beq $s4, $0, EXIT
Imemory[16] =32'b00000010001000001001000000100000;
//add $s2, $s1, $0
Imemory[17] =32'b00001000000000000000000000001110;
//j Last
Imemory[18] =32'b00100000000010000000000000000000;
//addi $t0, $0, 0(error0)
Imemory[19] =32'b00100000000010010000000000000000;
//addi $t1, $0, 0
Imemory[20] =32'b00001000000000000000000000001111;
//j EXIT
Imemory[21] =32'b00100000000010000000000000000001;
//addi $t0, $0, 1(error1)
Imemory[22] =32'b00100000000010010000000000000001;
//addi $t1, $0, 1
Imemory[23] =32'b00001000000000000000000000001111;
//j EXIT
Imemory[24] =32'b00100000000010000000000000000010;
//addi $t0, $0, 2(error2)
Imemory[25] =32'b00100000000010010000000000000010;
//addi $t1, $0, 2
Imemory[26] =32'b00001000000000000000000000001111;
//j EXIT
Imemory[27] =32'b00100000000010000000000000000011;
//addi $t0, $0, 3(error3)
Imemory[28] =32'b00100000000010010000000000000011;
//addi $t1, $0, 3
Imemory[29] =32'b00001000000000000000000000001111;
//j EXIT
```

end  
endmodule

reset	Read_address	PC_out
1	32'b0	32'b00100000000010000000000000100000
0	32'b0	32'b00100000000010000000000000100000
0	32'b0000..... 0011	32'b000000001000010011000000000100101
0	32'b0000 .....0111	32'b0000000010000100110010000000100010

### III.4.3 LAB ASSIGNMENT

1. Write testbenches to verify above module and attach waveforms.
2. Write the Top level module to implement this module in FPGA KIT

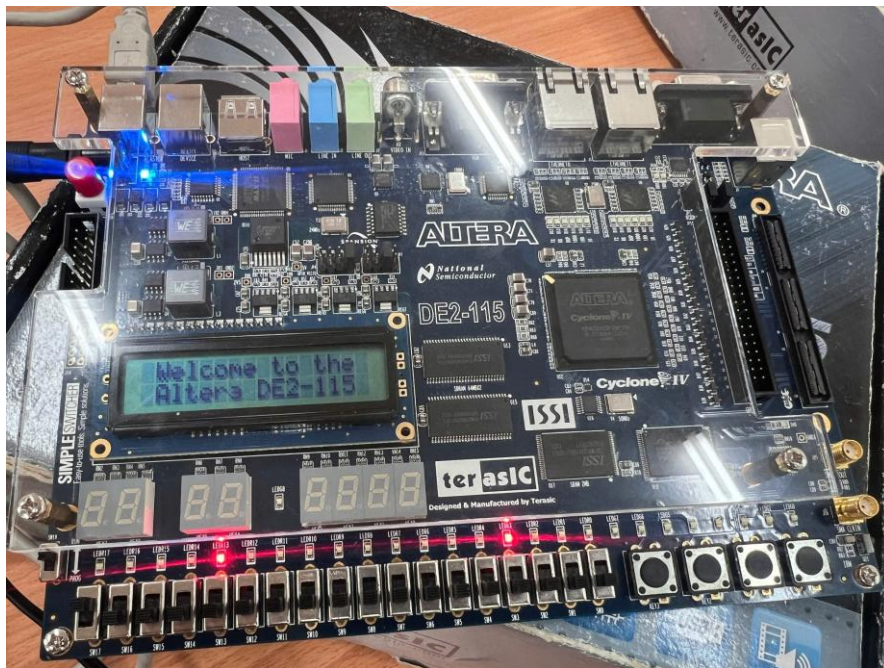


Ex:

Instruction = Imemory[0]

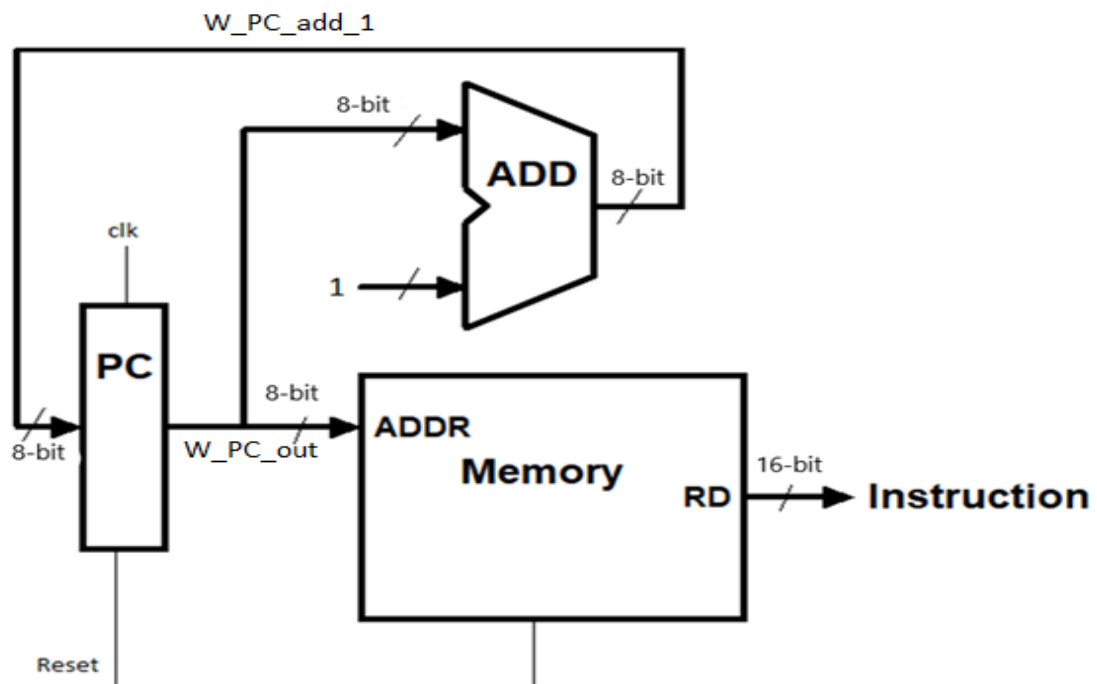
Imemory[0] = 32'b0010000000001000 00000000000100000;

SW[17] = 1 → 16-bit high = 00100000 00001000



### III.5 EXPERIMENT NO. 5

#### III.5.1 AIM: To implement the Instruction memory datapath



#### III.5.2 CODE

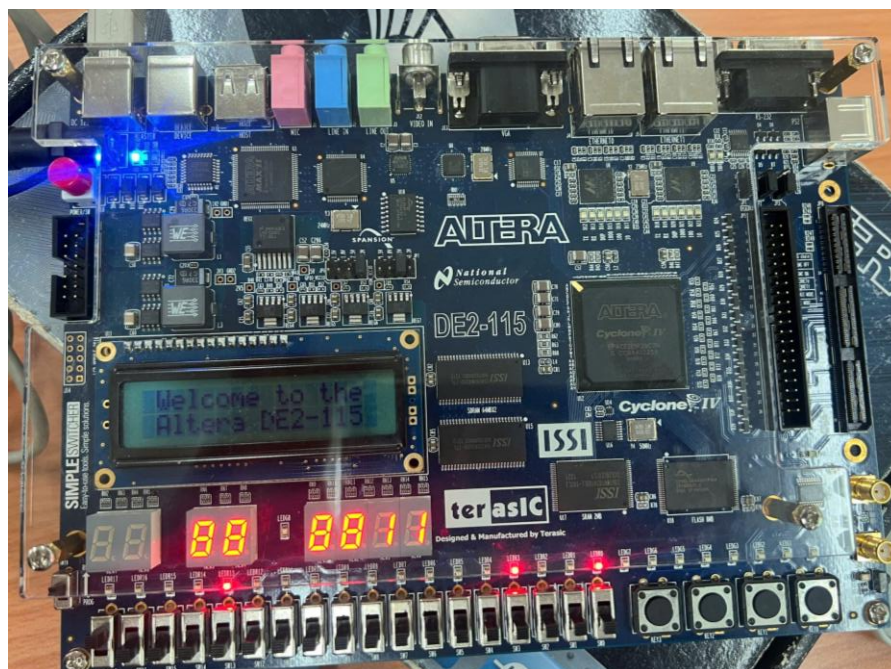
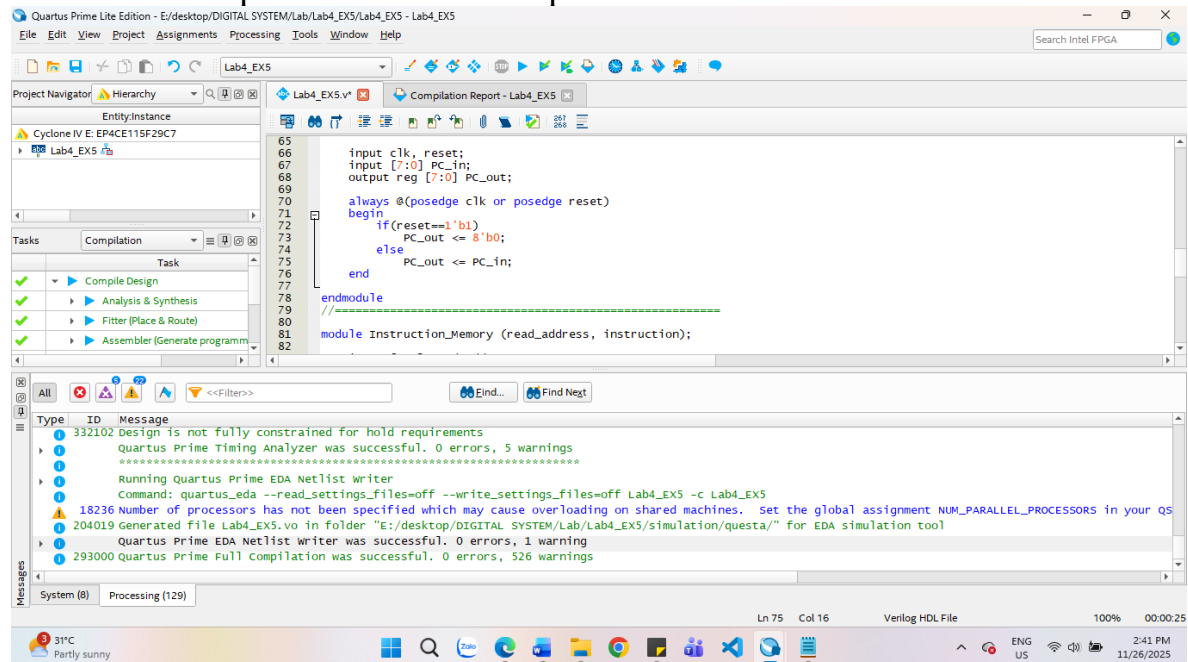
```

module Instruction_Datapath (clk, reset, Instruction);
    input clk, reset;
    output [15:0] Instruction;
  
```

endmodule

### III.5.3 LAB ASSIGNMENT

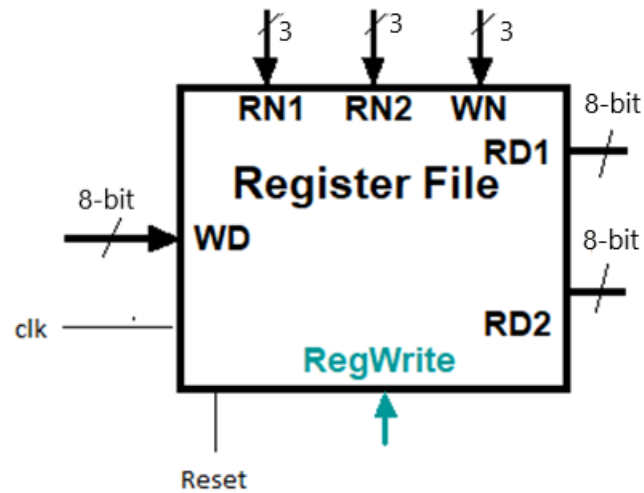
1. Write testbenches to verify above module and attach waveforms.
2. Write the Top level module to implement this module in FPGA KIT



### III.6 EXPERIMENT NO. 6



### III.6.1 AIM: To implement the Register File



### III.6.2 CODE

```

module Register_File (read_addr_1, read_addr_2, write_addr, read_data_1, read_data_2,
write_data, RegWrite, clk, reset);
    input [2:0] read_addr_1, read_addr_2, write_addr;
    input [7:0] write_data;
    input clk, reset, RegWrite;
    output [7:0] read_data_1, read_data_2;

    reg [7:0] Regfile [7:0];

    integer k;

    assign read_data_1 = Regfile[read_addr_1];

    assign read_data_2 = Regfile[read_addr_2];

    always @(posedge clk or posedge reset)
    begin
        if (reset==1'b1)
        begin
            for (k=0; k<8; k=k+1)
            begin
                Regfile[k] = 8'b0;
            end
        end
    end
end

```

```

else if (RegWrite == 1'b1) Regfile[write_addr] = write_data;

end

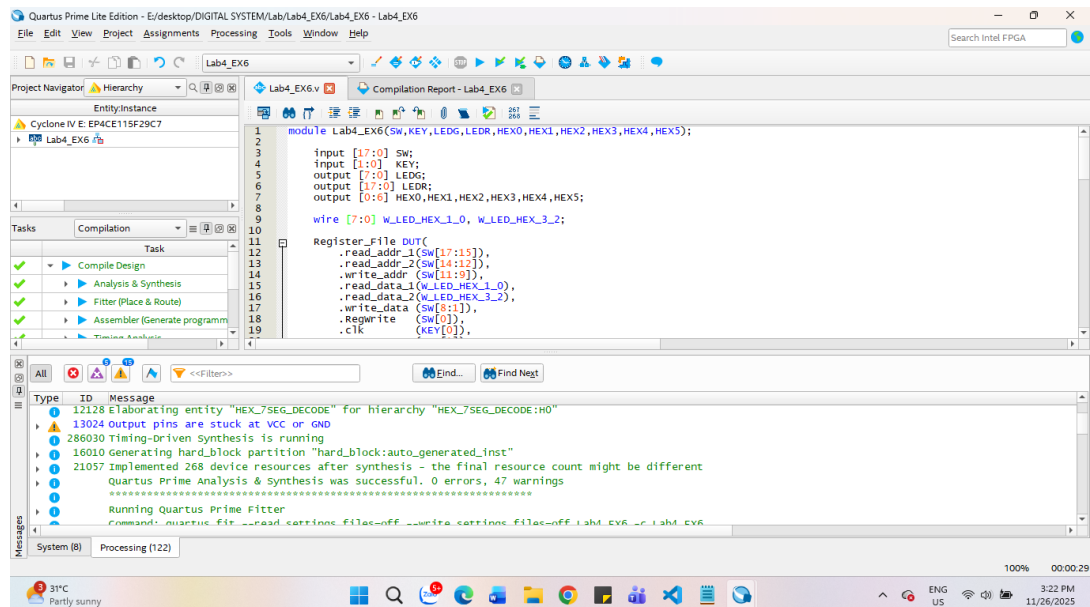
endmodule

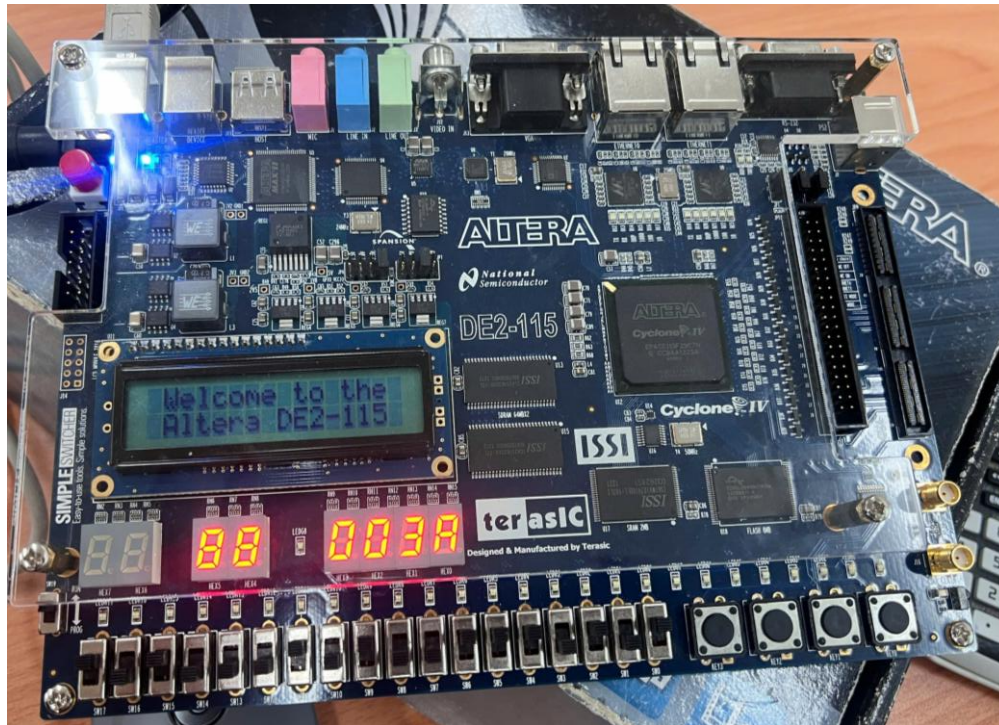
```

reset	clk	read_addr_1	read_data_1	read_addr_2	read_data_2	RegWrite	write_addr	write_data
0	x	x	32'b0	x	32'b0	x	x	x
1	↑	x	x	x	x	0	0x01	0x55
1	↑	x	x	x	x	1	0x01	0x55
1	↑	x	x	x	x	0	0x3	0xAA
1	↑	x	x	x	x	1	0x3	0xAA
1	↑	0x01	0x55	0x03	0xAA	0	x	x
1	↑	x	x	x	x	0	0x04	0x11
1	↑	x	x	x	x	1	0x04	0x11
1	↑	x	x	x	x	0	0x6	0x99
1	↑	x	x	x	x	1	0x6	0x99
1	↑	3'd4	0x11	0x6	0x99	0	x	x

### III.6.3 LAB ASSIGNMENT

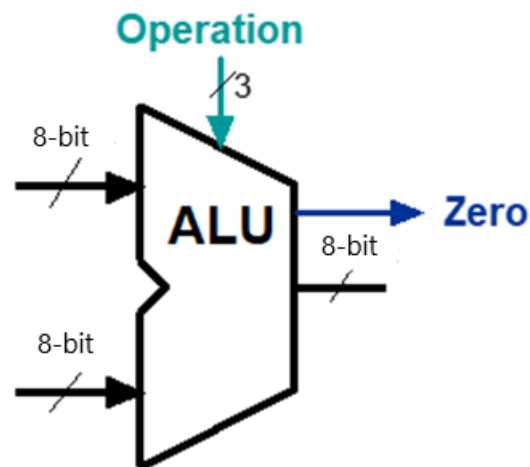
1. Write testbenches to verify above module and attach waveforms.
2. Write the Top level module to implement this module in FPGA KIT





### III.7 EXPERIMENT NO. 7

#### III.7.1 AIM: To implement the ALU



#### III.7.2 CODE

```
module alu(
    input [2:0] alufn,
    input [7:0] ra,
    input [7:0] rb_or_imm,
    output reg [7:0] aluout,
    output reg zero);
```



```
parameter    ALU_OP_ADD      = 3'b000,
              ALU_OP_SUB      = 3'b001,
              ALU_OP_AND      = 3'b010,
              ALU_OP_OR       = 3'b011,
              ALU_OP_NOT_A    = 3'b100,
              ALU_OP_LW       = 3'b101,
              ALU_OP_SW       = 3'b110,
              ALU_OP_BEQ      = 3'b111;

always @(*)
begin
    case(alufn)
        ALU_OP_ADD      : aluout = ra + rb_or_imm;
        ALU_OP_SUB      : aluout = ra - rb_or_imm;
        ALU_OP_AND      : aluout = ra & rb_or_imm;
        ALU_OP_OR       : aluout = ra | rb_or_imm;
        ALU_OP_NOT_A    : aluout = ~ ra;
        ALU_OP_LW       : aluout = ra + rb_or_imm;
        ALU_OP_SW       : aluout = ra + rb_or_imm;
        ALU_OP_BEQ      : begin
                            zero = (ra==rb_or_imm)?1'b1:1'b0;
                            aluout = ra - rb_or_imm;
                        end
    endcase
end

endmodule
```

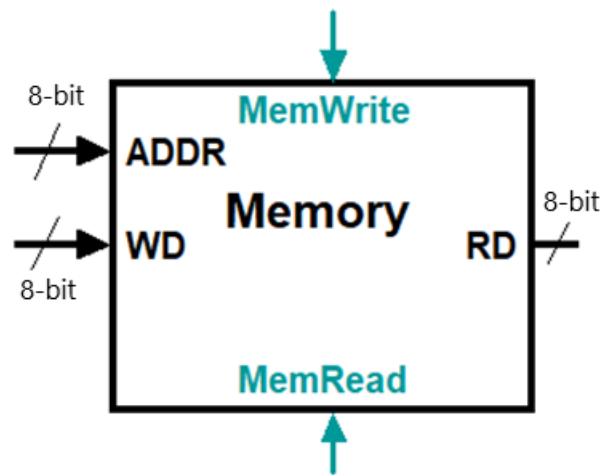
alufn	ra	rb_or_imm	aluout	zero
3'b000	32'd8	32'd2	32'd10	0
3'b001	32'd8	32'd2	32'd6	0
3'b010	32'b1000	32'b0010	32'b0000	0
3'b011	32'b1000	32'b0010	32'b1010	0
3'b100	32'b1000	32'd2	32'b0111	0
3'b101	32'd8	32'd2	32'd10	0
3'b110	32'd8	32'd2	32'd10	0
3'b111	32'd8	32'd2	32'd6	0
3'b111	32'd8	32'd8	32'd0	1

### III.7.3 LAB ASSIGNMENT

1. Write testbenches to verify above module and attach waveforms.
2. Write the Top level module to implement this module in FPGA KIT

## III.8 EXPERIMENT NO. 8

### III.8.1 AIM: To implement the 32 bit RAM



### III.8.2 CODE

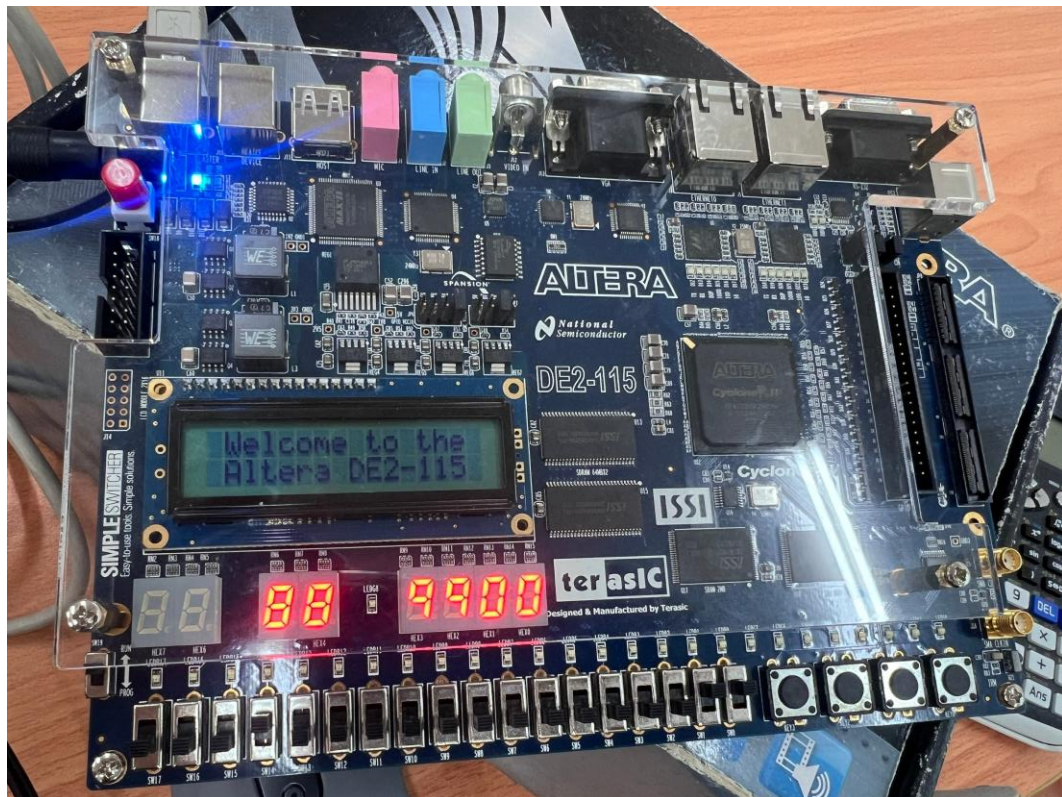
```
module Data_Memory (addr, write_data, read_data, clk, reset, MemRead, MemWrite);
    input [7:0] addr;
    input [7:0] write_data;
    output [7:0] read_data;
    input clk, reset, MemRead, MemWrite;
    reg [7:0] DMemory [7:0];
    integer k;
    assign read_data = (MemRead) ? DMemory[addr] : 8'bx;
```

```
    always @(posedge clk or posedge reset)
    begin
        if (reset == 1'b1)
            begin
                for (k=0; k<8; k=k+1)
                    begin
                        DMemory[k] = 8'b0;
                    end
            end
        else
            if (MemWrite) DMemory[addr] = write_data;
        end
    end
endmodule
```

### III.8.3 LAB ASSIGNMENT

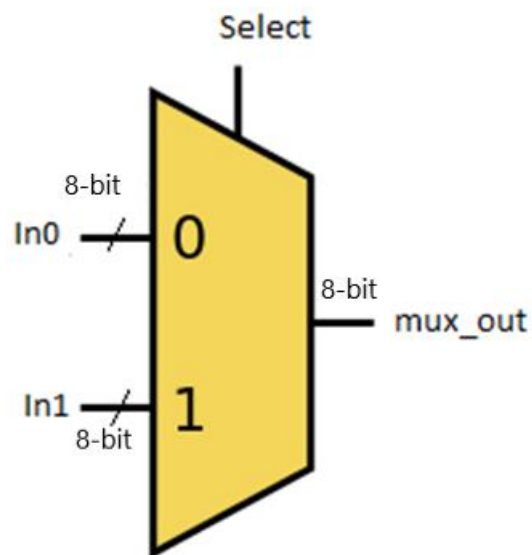
1. Write testbenches to verify above module and attach waveforms.
2. Write the Top level module to implement this module in FPGA KIT





### III.9 EXPERIMENT NO. 9

#### III.9.1 AIM: To implement Multiplexer



#### III.9.2 CODE

```
module Mux_N_bit (in0, in1, mux_out, select);
```

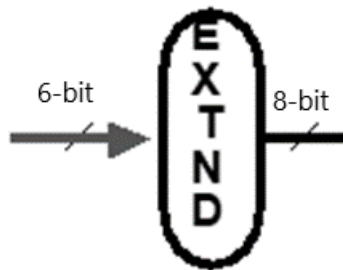
```
parameter N = 32;
input [N-1:0] in0, in1;
output [N-1:0] mux_out;
input control;
assign mux_out = select? in1: in0 ;
endmodule
```

### III.9.3 LAB ASSIGNMENT

1. Write testbenches to verify above module and attach waveforms.
2. Write the Top level module to implement this module in FPGA KIT

## III.10 EXPERIMENT NO. 10

### III.10.1 AIM: To implement Sign\_Extension



### III.10.2 CODE

```
module Sign_Extension (sign_in, sign_out);
    input [15:0] sign_in;
    output [31:0] sign_out;
    assign sign_out[15:0]=sign_in[15:0];
    assign sign_out[31:16]=sign_in[15]?{16{1'b1}}:16'b0;
endmodule
```

### III.10.3 LAB ASSIGNMENT

1. Write testbenches to verify above module and attach waveforms.
2. Write the Top level module to implement this module in FPGA KIT

## III. LAB REPORT GUIDELINES

Students write up a report on the Verilog HDL implementation experiment projects



created in this lab. The lab report should include Verilog code for the module under test, Verilog test bench code and a truth table results, and example data input and output to validate the experiment. Simulation Result in form of Simulation Capture Screen.